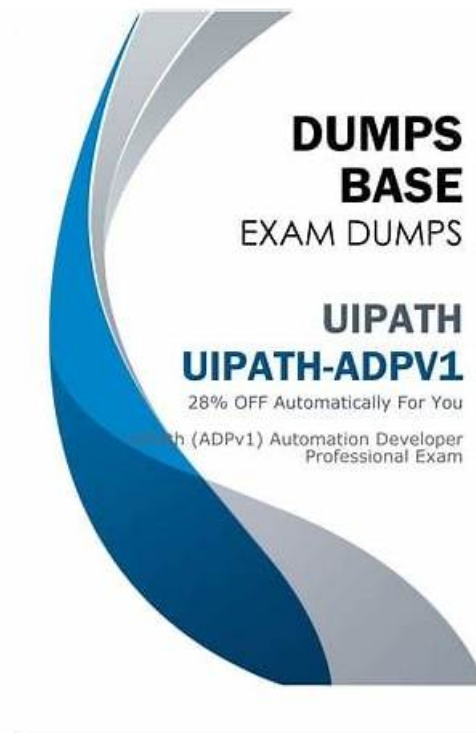


UiPath-ADPv1 Test Questions Answers - UiPath-ADPv1 Pass4sure Dumps Pdf



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The goal of UiPath-ADPv1 preparation material is to help applicants prepare for the UiPath (ADPv1) Automation Developer Professional certification exam by providing them with the Actual UiPath-ADPv1 Exam Questions they need to pass the exam. This UiPath (ADPv1) Automation Developer Professional (UiPath-ADPv1) study material is in the form of practice tests and UiPath-ADPv1 PDF that thoroughly covers the content of the test.

UiPath UiPath-ADPv1 Exam Syllabus Topics:

Topic	Details
Topic 1	<ul style="list-style-type: none">Design and Development: This section covers designing workflows using sequences, flowcharts, and state machines, building reusable components with libraries, exception handling and debugging techniques, etc.
Topic 2	<ul style="list-style-type: none">Debugging and Testing: This section is about utilizing logging and debugging tools and adopting unit testing and test automation strategies.

Topic 3	<ul style="list-style-type: none"> UiPath Studio Fundamentals: In this section, the focus is given to the understanding of Robotic Process Automation (RPA) concepts; it covers UiPath Studio and its components, Working with the UiPath user interface, project creation, management, and version control.
Topic 4	<ul style="list-style-type: none"> UiPath Activities: In this section, the discussion is related to various UiPath activities for UI interaction, data manipulation, control flow, and more.

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UiPath (ADPv1) Automation Developer Professional Sample Questions (Q124-Q129):

NEW QUESTION # 124

What is the correct execution order of the State activity sections?

instructions: Drag the Description found on the "Left" and drop on the correct Execution Order found on the "Right"

Description

- Activities in the Exit section are performed.
- Activities in the Destination State are performed.
- Activities in the Entry section are performed.
- Activities in the Transition Trigger Action are performed.

Execution Order

- Step 1
- Step 2
- Step 3
- Step 4

Answer:

Explanation:

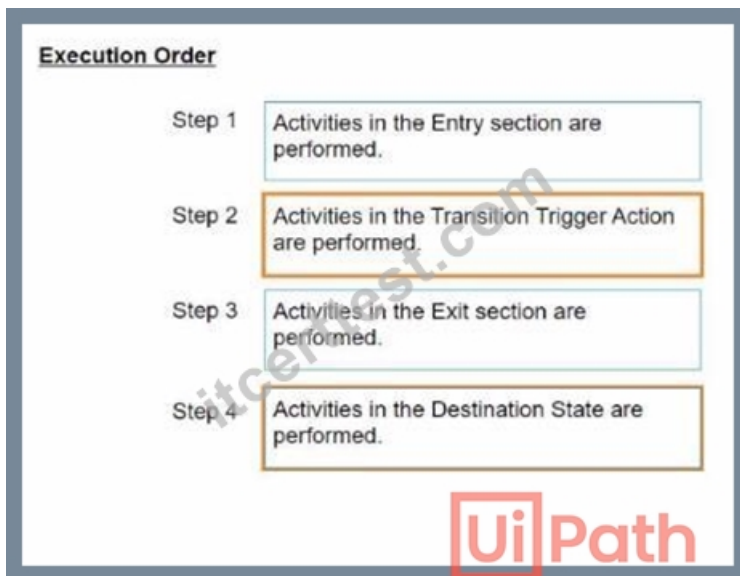
Description

- Activities in the Exit section are performed.
- Activities in the Destination State are performed.
- Activities in the Entry section are performed.
- Activities in the Transition Trigger Action are performed.

Execution Order

- Step 1: Activities in the Entry section are performed.
- Step 2: Activities in the Transition Trigger Action are performed.
- Step 3: Activities in the Exit section are performed.
- Step 4: Activities in the Destination State are performed.

Explanation:



NEW QUESTION # 125

In the Robotic Enterprise (RE) Framework, at which point should a developer log a clear message with the Logging Level set to "Information," adhering to the best practices for automating a production-level process?

- A. Whenever the robot encounters an error on a Queue Item.
- B. Whenever data is fetched from external sources.
- C. Whenever an argument or value is used.
- D. Whenever an exception is caught in a Catch block.

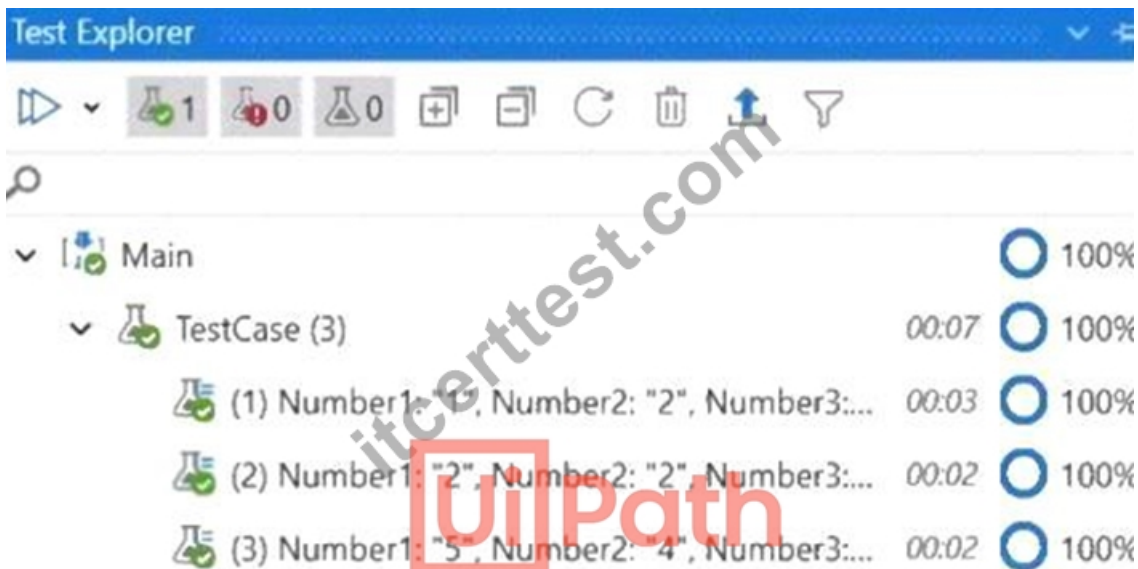
Answer: D

Explanation:

The point at which a developer should log a clear message with the Logging Level set to "Information", adhering to the best practices for automating a production-level process, is whenever data is fetched from external sources. Logging is the process of recording and storing information about the execution and status of a workflow. Logging is essential for debugging, monitoring, and auditing purposes. The Logging Level is a property that determines the level of detail and severity of the information that is logged. The Logging Level can be set to Trace, Verbose, Information, Warning, Error, or Fatal. The Information level is used to log general information about the workflow, such as the start and end of a process, the name and value of a variable, or the result of an operation. The best practice for logging with the Information level is to log whenever data is fetched from external sources, such as databases, web services, or files. This can help the developer to verify the accuracy and completeness of the data, as well as to track the source and destination of the data. Logging whenever data is fetched from external sources can also help the developer to identify any issues or errors that might occur during the data retrieval or processing. References: [Logging Levels], [Logging Best Practices]

NEW QUESTION # 126

What do the percentages from the Test Explorer panel represent?



- A. Percent of test data run.
- **B. Passing percent.**
- C. Coverage percent.
- D. Correctness of the code percent.

Answer: B

Explanation:

The percentages from the Test Explorer panel represent the passing percent of the test cases that are executed.

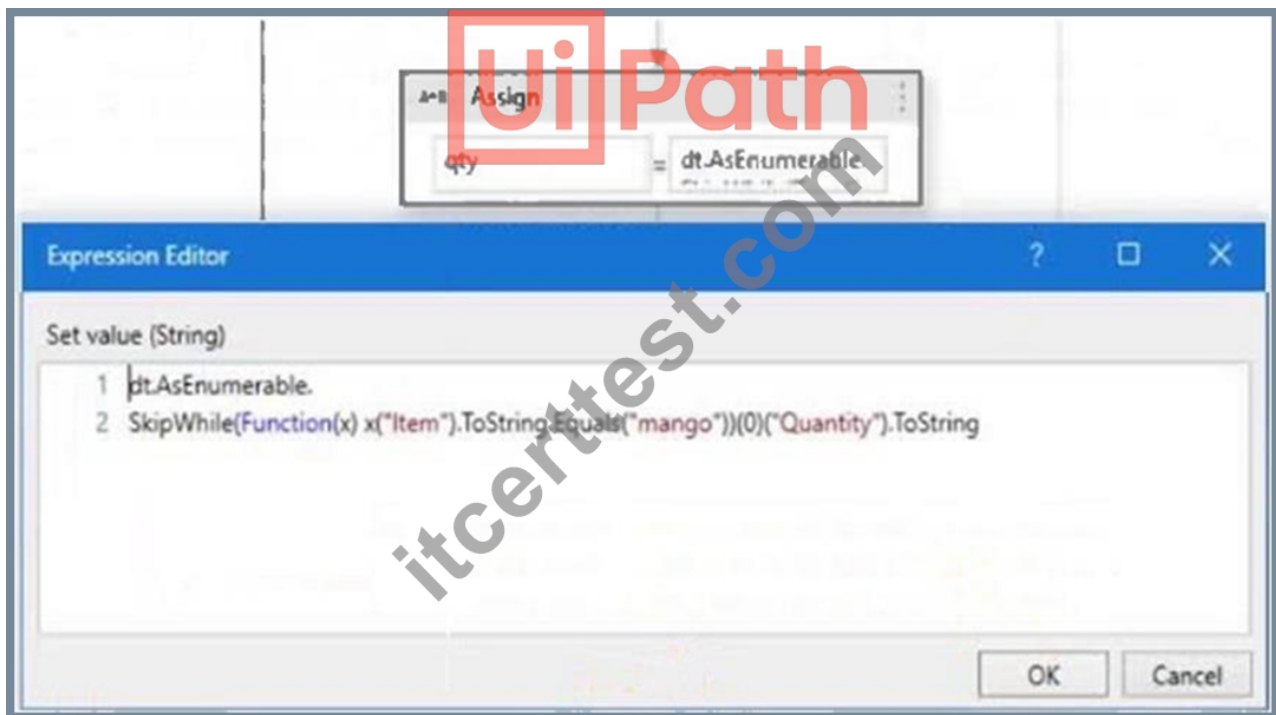
The Test Explorer panel shows the status of each test case, the total number of test cases, the number of passed test cases, the number of failed test cases, and the passing percent. The passing percent is calculated by dividing the number of passed test cases by the total number of test cases and multiplying by 100. For example, if there are 10 test cases and 8 of them pass, the passing percent is 80%. References: Test Explorer

NEW QUESTION # 127

The following table is stored in a variable called "dt".

	A	B	C
1	No.	Item	Quantity
2		1 apple	10
3		2 orange	20
4		3 mango	5
5		4 kiwi	80
6		5 pear	1

What will the value of the qty variable be after executing the Assign activity?



- A. 0
- B. null
- C. 1
- D. 2

Answer: D

Explanation:

The value of the qty variable will be 80 after executing the Assign activity. This is because the expression in the Assign activity is using the LINQ methods AsEnumerable, SkipWhile, and Item to access the data in the dt variable. The dt variable is a DataTable that contains the following data:

Item	Quantity
apple	5
banana	10
mango	20
orange	80
grape	40

The AsEnumerable method converts the DataTable into an Enumerable collection of DataRow objects. The SkipWhile method skips the elements of the collection until the condition is false. The condition is a lambda expression that checks if the value of the Item column is equal to "mango". The (0) indexer returns the first element of the collection after skipping. The Item method accesses the value of the Quantity column of the DataRow. The ToString method converts the value into a string. Therefore, the expression will skip the first three rows of the DataTable and return the value of the Quantity column of the fourth row, which is 80. References: [DataTable.AsEnumerable Method], [Enumerable.SkipWhile Method], [DataRow.Item Property]

NEW QUESTION # 128

Under what conditions will a trigger be automatically disabled upon failure in Integration Service?

- A. When the job is not able to start after 5 attempts for a single event or the job does not start for the last 50 events.
- B. When the job is not able to start after 11 attempts for a single event or the job does not start for the last 100 events.
- C. When the job is not able to start after 3 attempts for a single event or the job does not start for the last 25 events.

- D. When the job is not able to start after 20 attempts for a single event or the job does not start for the last 200 events.

Answer: C

Explanation:

In UiPath Integration Service, a trigger will be automatically disabled upon failure under specific conditions to prevent continuous failure and unnecessary resource consumption. This typically happens when the job associated with the trigger fails to start after a predefined number of attempts for a single event, or when it consistently fails to start across a series of events. The condition of failing to start after 3 attempts for a single event or not starting for the last 25 events is designed to safeguard against persistent issues that could disrupt the automation flow or lead to resource wastage.

UiPath Integration Service Documentation: Triggers and Events

NEW QUESTION # 129

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